



THE SHRUMAN PC RACE

To understand the Shrumans, one must first know of their progenitors, the Shrumes. Shrumes were a rare and enigmatic race of sentient fungi, humanoid in shape but utterly alien in nature. They grew from vast underground mycelial networks, each Shrume a semi-autonomous extension of the greater fungal consciousness. These beings communicated through spores, absorbed nutrients through their feet, and possessed an innate connection to the natural world that few other races could comprehend.

It was from this strange and fascinating species that the legendary Bello emerged, a Shrume whose actions would forever alter the course of fungal evolution. In the annals of fungal history, no name resonates quite like Bello the Shrume. Two centuries ago, this intrepid explorer set out from his mycelial network with an insatiable curiosity and a revolutionary vision. Bello's journeys took them to the farthest corners of the material plane and beyond, where they encountered wondrous new varieties of mushrooms and otherworldly spores.

Driven by an almost manic desire to evolve their kind, Bello embarked on a series of audacious alchemical and psionic experiments. They infused their own form with essences of planar mushrooms, arcane energies, and the very stuff of consciousness itself. As they traveled, Bello scattered their altered spores with abandon, seeding them in fertile soil, cosmic dust, and even the swirling chaos of the outer planes.

Little did Bello know that their eccentric quest would birth an entirely new race. Two hundred years later, their legacy flourishes in the form of the Shrumans – a diverse, adaptable, and widespread fungal species that has all but eclipsed their Shrume ancestors. While Shrumans retain some of the alien nature of their forebears, Bello's experiments have granted them a versatility and individuality that the original Shrumes never possessed.

PHYSICAL DESCRIPTION: Shrumans are a testament to the sheer diversity of fungal life, their forms as varied as the multitude of mushrooms that dot the multiverse. While they maintain a generally humanoid shape, the similarities to other bipedal races often end there.

A Shruman's most striking feature is the mushroom cap that serves as their head, ranging from the broad, flat expanse of a Portabella to the delicate bell shape of a Mycena. These caps aren't mere adornments; they house complex gill structures that serve for breathing, speaking, and even photosynthesis in some subraces.

Their skin defies conventional description, spanning a chromatic spectrum from earthy browns to psychedelic swirls of color. Many Shrumans possess bioluminescent patches that pulse with their moods or serve as natural light sources in dark environments. Some, like the Death Angel Shrumans, have skin that shimmers with an otherworldly iridescence, while others, such as the Puffball variety, are covered in a soft, spore-laden fuzz.

Shruman limbs can be spindly or sturdy, with some subraces possessing the ability to alter their form slightly. The Puffball Shrumans, for instance, can seemingly absorb their limbs into their round bodies and re-extend them at will. Fingers and toes often end in small, root-like structures that allow Shrumans to absorb nutrients directly from their environment.

Eyes, when present, range from bioluminescent spots to complex, compound structures that offer unique visual perspectives. Some Shrumans, like the Psilocybin subrace, have eyes that swirl with kaleidoscopic patterns, reflecting their psychedelic nature.

The diverse subraces of Shrumans each embody unique traits, creating a rich tapestry of fungal life. The Amanita Shrumans stand out with their vibrant red caps and hallucinogenic powers, while the stout and earthy Boletus Shrumans possess powerful connections to the land. Chanterelle Shrumans glow with a golden radiance and exude a fey-like charm. The eerily beautiful Death Angel Shrumans, with their stark white forms, have mastered the use of toxins. Small and bioluminescent Mycena Shrumans possess an uncanny ability to blend into their surroundings. The large and imposing Portabella Shrumans boast sturdy frames built for protection. Despite their small size, Psilocybin Shrumans pack a punch with their mind-bending spores and psychic insights. Puffball Shrumans are known for their round, resilient bodies capable of impressive elastic feats. Finally, Shitake Shrumans, with their woody appearance, harness powerful healing abilities. This diversity allows Shrumans to adapt to a wide range of environments, making them a truly versatile race.

ECOLOGY & SOCIETY: The ecology of Shrumans is inextricably linked to their most extraordinary feature – the global fungal network known as the Mycolink. This vast, ethereal mycelium spans not just the material plane but reaches into the very fabric of the multiverse, connecting Shrumans across vast distances and even different planes.

The Mycolink serves as more than just a communication network; it's a living, growing repository of knowledge and experiences. When a Shruman connects to this network, they can access the collective wisdom of their entire species, drawing upon shared memories and insights. This connection isn't constant or overwhelming, but rather a background hum that Shrumans can tune into at will, similar to how one might recall a distant memory.

Reproduction among Shrumans is a fascinating process that pays homage to their fungal nature while incorporating the alchemical changes wrought by Bello. Instead of requiring a decaying body like their Shrume ancestors, Shrumans can produce spores that, when they find fertile ground (which can be soil, but also include ethereal energies or planar essences), grow into a new Shruman. The type of Shruman that emerges is not always predictable, leading to diverse families and communities.

Shruman society is structured around the concept of "fruiting circles" – communities that sprout up around particularly strong nodes of the Mycolink. These circles can be as small as a family unit or as large as a city, depending on the concentration of Mycolink energy in the area.

Shruman architecture is a marvel of organic engineering. Their buildings, grown rather than built, are living extensions of the Mycolink. These structures can range from simple mushroom-like dwellings to vast, multi-tiered cities that resemble fantastic fungal forests. In more conventional settings, Shrumans often modify existing structures with their own growth, creating unique hybrid living spaces.

One unique aspect of Shruman society is the practice of "spore-crafting" – the art of cultivating and modifying their own spores to produce specific traits or abilities in their offspring. This practice, stemming from Bello's original experiments, is a source of both innovation and ethical debate within Shruman communities.

RELATIONS TO OTHER RACES: Shrumans approach interspecies relations with a mixture of curiosity, adaptability, and a dash of mycelial wisdom. Their ability to connect with the collective experiences of their race through the Mycolink often gives them unique insights into other cultures, making them natural diplomats and mediators. However, relations aren't always smooth. Some view the rapid spread of Shrumans with suspicion, fearing the influence of their vast Mycolink. Certain religions see Shrumans reproduction and spore-crafting as unnatural, leading to tensions in more conservative regions.

ALIGNMENT & RELIGION: The Shruman approach to alignment is as diverse as their subraces, influenced by both their fungal nature and the legacy of Bello's boundary-pushing experiments. While they tend towards neutrality as a race, individual Shrumans can be found across the alignment spectrum.

Many Shrumans embody a pragmatic neutrality, viewing the world through the lens of symbiosis and balance. They understand that nature encompasses both growth and decay, creation and destruction, and they strive to maintain this equilibrium. This often puts them at odds with extreme viewpoints, whether good or evil, lawful or chaotic.

However, the various subraces often lean towards different alignments. Chanterelle Shrumans, with their radiant nature and fey connections, often tend towards chaotic good. Death Angel Shrumans, with their affinity for toxins and mystery, might lean towards neutral evil or lawful neutral, viewing their deadly abilities as a natural part of the life cycle.

Religion among Shrumans is a complex and varied subject. While not inherently religious, many Shrumans follow philosophical or spiritual paths that resonate with their fungal nature and connection to the Mycolink. Some Shrumans revere nature deities, particularly those associated with growth, decay, and the cycle of life. Others have developed a unique spirituality centered around the Mycolink itself, viewing it as a semi-divine consciousness that guides their species.

There are also those who follow the teachings of Bello, not as a god, but as a visionary whose ideas continue to s

hape their society. This "Belloan Philosophy" emphasizes personal growth, experimentation, and pushing the boundaries of what's possible.

ADVENTURERS: The spirit of Bello lives on in many Shrumans, driving them to explore, experiment, and push the boundaries of their existence. Shruman adventurers are driven by a variety of motivations, often tied to their unique biology and culture.

Many set out to expand the reach of the Mycolink, seeking new environments where they can establish fruiting circles and grow their collective knowledge. Others are driven by a desire to understand the alchemical and psionic processes that led to their creation, hoping to unlock new evolutionary potential for their race.

Some Shrumans adventure to protect natural spaces from exploitation, seeing themselves as guardians of ecological balance. Others might be spore-crafters, traveling the world in search of rare specimens to incorporate into their genetic experiments.

Shruman adventurers often gravitate towards classes that complement their natural abilities:

Druids and Fungomancers are common, with Shrumans bringing a unique fungal perspective to nature magic. Alchemists are highly regarded, seen as continuing Bello's legacy of biological experimentation. Many Shrumans excel as Wizards or Sorcerers, particularly those focusing on transmutation, illusion, or mind-affecting magic.

Some Shrumans, particularly those who follow Belloan Philosophy, become Investigators, using their connection to the Mycolink to solve mysteries across the planes. The Death Angel and Shitake subraces often make exceptional Clerics or Oracles, channeling the powers of life, death, and renewal.

NAMES: Shruman names are as diverse as the race itself, often reflecting natural phenomena, botanical terms, or abstract concepts related to their fungal nature. They don't differentiate between male and female names (as they have only a vague

concept of gender), instead choosing names that resonate with their individual essence or the circumstances of their sprouting.

It's not uncommon for Shrumans to adopt new names at significant points in their life, reflecting personal growth or transformative experiences. Some might even have a string of names, each representing a different chapter in their ever-evolving existence.

Some examples include: Spore, Mycelium, Hyphae, Gills, Umami, Thallus, Fruitbud, Symbio, Rhizome, Earthstar, Agaric, Morel, Lenticel, Hymenium, Stipe, Pileus, Lamellar, Annulus, Cortina, Gleba, Pleurotus, and Sclerotium.



SHRUMAN RACIAL TRAITS

Shrumans are a fascinating race of fungal humanoids, each subrace embodying unique characteristics of their mushroom counterparts. All Shrumans share the following racial traits:

Type: Shrumans are Plant creatures with the humanoid subtype.

Size: Most Shrumans are Medium creatures and have no bonuses or penalties due to their size, except where noted.

Base Speed: 20 feet.

Languages: Shrumans begin play speaking Common. Shrumans with high Intelligence scores can choose from the following: Elven, Gnome, Sylvan, Terran, and Undercommon.

Low-Light Vision: Shrumans can see twice as far as humans in conditions of dim light.

Plant Immunities: Shrumans are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep effects, and stunning.

Fungal Sustenance: Shrumans breathe and eat but do not sleep unless they want to gain some beneficial effect from this activity.

Mycolink Resonance (Su): All Shrumans possess an innate connection to the vast, ethereal fungal network known as the Mycolink. Once per day, a Shrumans can tap into this connection as a standard action, gaining one of the following benefits for 1 minute:

- **Collective Insight:** The Shrumans gains a +2 insight bonus on any one skill check as they draw upon the collected experiences of their kind.
- **Sporous Communication:** The Shrumans can communicate telepathically with any other Shrumans within 100 feet, even if they don't share a common language.
- **Mycelial Fortitude:** The Shrumans gains temporary hit points equal to their character level as they draw vitality from the Mycolink.

At 10th level, the Shrumans can use this ability twice per day, and the range of Sporous Communication increases to 1 mile.

SHRUMAN VITAL STATISTICS

RANDOM STARTING AGE

Adulthood	Barbarian, Fungomancer, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Wizard
5 years	+3d4	+4d4	+5d4

AGING EFFECTS

Race	Middle Age	Old	Venerable	Maximum Age
Shrumans	45 years	55 years	60 years	60 + 1d12 years

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Shrumans, Medium	5'	100 lbs	+2d12	×1
Shrumans, Small	2'6"	25 lbs	+1d12	×½
Shrumans, Large	8'	700 lbs	+1d12	×2

Amanita Shrumans

Ability Score Modifiers: +2 Charisma, +2 Intelligence, -2 Constitution

Hallucinogenic Spores (Su): Once per day as a standard action, an Amanita Shrumans can release a cloud of spores in a 10-foot radius. Creatures within the area must succeed on a Will save (DC 10 + 1/2 the Shrumans's level + the Shrumans's Charisma modifier) or be confused for 1d4 rounds.

Shamanic Insight: Amanita Shrumans gain a +2 racial bonus on Knowledge (planes) and Use Magic Device checks.

Spell-Like Ability: 1/day – color spray (DC 11 + Charisma modifier). The caster level for this effect is equal to the Shrumans's level.

Description: Amanita Shrumans stand out with their vibrant red caps dotted with white spots, a stark contrast to their pale, almost luminous skin. Their eyes shimmer with an otherworldly gleam, hinting at the psychedelic nature of their spores. These Shrumans move with an ethereal grace, their slender forms seeming to drift between the material world and unseen realms.

Personality: Amanita Shrumans are often seen as enigmatic and mystical. They possess an innate curiosity about the unknown and a deep fascination with otherworldly realms. Their demeanor can shift dramatically, from serene contemplation to wild bursts of creativity, mirroring the hallucinogenic nature of their spores. Many find them to be charismatic leaders or spiritual guides, though their erratic nature can sometimes be unsettling to others.



Bolete Shruman

Ability Score Modifiers: +2 Strength, +2 Constitution, -2 Dexterity

Earth Bond: Bolete Shrumans gain a +2 racial bonus on saves against effects that would move them or knock them prone.

Mycorrhizal Mastery (Su): Bolete Shrumans can extend their Fungal Network ability to allies. When they use Fungal Network, they can grant its benefits to up to three willing creatures within 30 feet.

Sturdy Frame: Bolete Shrumans gain a +1 natural armor bonus to AC.

Description: With their robust builds and earthy brown hues, Bolete Shrumans exude an aura of steadfast resilience. Their thick, spongy caps are often mottled with darker patterns, resembling the forest floor. These Shrumans move with deliberate, grounded steps, their powerful frames a testament to their deep connection with the earth.

Personality: Bolete Shrumans embody steadfastness and reliability. They are often the voice of reason in a group, offering grounded perspectives and practical solutions. Their connection to the earth translates into a patient, methodical approach to life. While they may seem stubborn or slow to change, their loyalty and dependability make them valued friends and allies.

Chanterelle Shruman

Ability Score Modifiers: +2 Wisdom, +2 Charisma, -2 Strength

Golden Glow (Su): Chanterelle Shrumans can emit *light* as a cantrip at will. Once per day, they can intensify this light to *daylight* for 1 minute.

Mystic Spores (Su): Once per day, a Chanterelle Shruman can release spores in a 10-foot radius. Allies within the area gain a +2 sacred bonus on saving throws for 1 minute.



Forest Affinity: Chanterelle Shrumans gain a +2 racial bonus on Diplomacy checks with fey creatures and on Knowledge (nature) checks.

Description: Chanterelle Shrumans captivate with their golden-hued, trumpet-shaped caps and slender, graceful forms. Their skin carries a soft, warm glow that intensifies with their emotions. These Shrumans move with fluid, almost dance-like motions, their presence evoking the enchanting atmosphere of sunlit forest glades.

Personality: Chanterelle Shrumans are known for their warm, inviting presence and natural charisma. They have a gift for diplomacy and often serve as mediators or peacekeepers. Their connection to nature and fey creatures gives them a whimsical outlook on life, and they often see beauty and wonder where others might not. However, their idealism can sometimes blind them to harsh realities.

Death Angel Shruman

Ability Score Modifiers: +2 Dexterity, +2 Intelligence, -2 Constitution

Deadly Touch (Su): Once per day as a standard action, a Death Angel Shruman can make a melee touch attack that deals 1d4 poison damage + 1 per two character levels. The target must also succeed on a Fortitude save (DC 10 + 1/2 the Shruman's level + the Shruman's Intelligence modifier) or be sickened for 1d4 rounds.

Toxic Mastery: Death Angel Shrumans gain a +2 racial bonus on Craft (alchemy) checks when creating poisons and a +2 racial bonus on Perception checks to identify poisons.

Deathly Aura (Su): Once per day, a Death Angel Shruman can activate an aura of dread for 1 minute. Enemies within 10 feet must succeed on a Will save (DC 10 + 1/2 the Shruman's level + the Shruman's Charisma modifier) or be shaken for 1d4 rounds.

Description: Death Angel Shrumans command attention with their stark white caps and stems, often adorned with delicate, veil-like patterns. Their eyes hold a mesmerizing depth, as if reflecting the boundary between life and death. These Shrumans move with eerie silence and grace, their presence instilling a sense of both beauty and foreboding. The air around them seems to shimmer faintly, hinting at their mastery over toxic substances.

Personality: Death Angel Shrumans often exude an aura of mystery and danger. They tend to be introspective and analytical, with a keen interest in the nature of life and death. Their mastery over toxins can make them appear callous or amoral to others, but many Death Angels see their abilities as a solemn responsibility. They often have a dark sense of humor and a pragmatic approach to mortality.

Morel Shruman

Ability Score Modifiers: +2 Constitution, +2 Wisdom, -2 Charisma

Camouflage: Morel Shrumans gain a +4 racial bonus on Stealth checks in forested or underground environments.

Earth Meld (Su): Once per day, a Morel Shruman can meld into stone or earth for up to 1 round per level, as the *meld into stone* spell.

Forager's Insight: Morel Shrumans gain a +2 racial bonus on Survival checks to find food and on Craft (alchemy) checks involving natural ingredients.

Description: Morel Shrumans intrigue with their honeycomb-textured caps, ranging from light tan to deep brown. Their bodies often bear patterns resembling tree bark or stone, allowing them to blend seamlessly with their surroundings. These Shrumans move with a quiet, purposeful gait, their keen eyes constantly scanning the environment for resources and potential threats.

Personality: Morel Shrumans are often seen as the sage survivalists of their kind. They possess a quiet wisdom and an unparalleled knowledge of the natural world. Practical and resourceful, they excel at finding solutions in challenging situations. While they may seem aloof or reserved at first, they form deep bonds with those who earn their trust and respect.

Mycena Shruman

Ability Score Modifiers: +2 Dexterity, +2 Intelligence, -2 Strength

Size: Mycena Shrumans are Small, gaining a +1 size bonus to AC and attack rolls, a -1 penalty to CMB and CMD, and a +4 size bonus on Stealth checks.

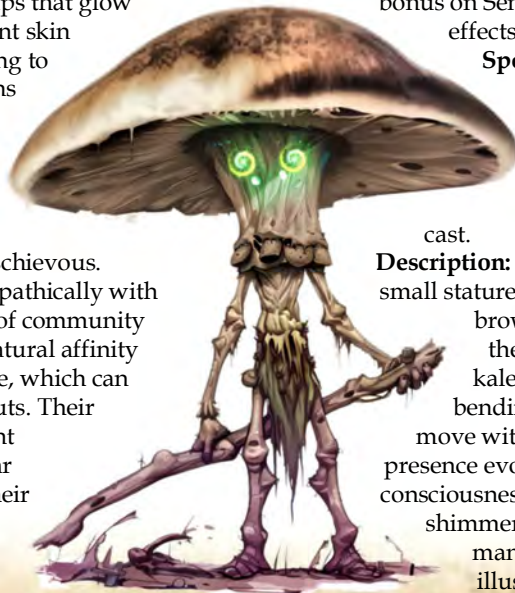
Bioluminescence (Su): Mycena Shrumans can emit light as the *light* cantrip at will. They can alter the color of this light as a free action.

Adaptive Pigmentation: Once per day, a Mycena Shruman can change their light patterns to blend in with their surroundings, granting them a +10 bonus on Stealth checks for 1 hour.

Spore Telepathy (Su): Mycena Shrumans can communicate telepathically with other Shrumans within 30 feet.

Description: Mycena Shrumans enchant with their petite stature and delicate, bell-shaped caps that glow with an inner light. Their translucent skin seems to shift colors subtly, adapting to their surroundings. These Shrumans move with quick, agile steps, their bioluminescent glow creating mesmerizing patterns as they flit through the shadows.

Personality: Mycena Shrumans are curious, adaptable, and often mischievous. Their ability to communicate telepathically with each other fosters a strong sense of community among their kind. They have a natural affinity for secrets and hidden knowledge, which can make them excellent spies or scouts. Their playful nature and bioluminescent displays often make them popular entertainers, though some find their constant color-changing unsettling.



Portabella Shruman

Ability Score Modifiers: +2 Str., +2 Con., -2 Dex.

Size: Portabella Shrumans are Large, taking a -1 size penalty to AC and attack rolls, a +1 bonus to CMB and CMD, and a -4 penalty on Stealth checks.

Fungal Fortitude: Portabella Shrumans gain a +2 racial bonus on saving throws against disease & fatigue effects.

Mighty Stomp (Su): Once per day as a standard action, a Portabella Shruman can stomp the ground, creating a shockwave. Creatures within a 15-foot radius must succeed on a Reflex save (DC 10 + 1/2 the Shruman's level + the Shruman's Str. modifier) or be knocked prone.

Natural Armor: Portabella Shrumans have a +1 natural armor bonus due to their thick, sturdy bodies.

Description: Portabella Shrumans dominate with their impressive size and broad, flat caps reminiscent of their namesake. Their earthy brown skin is tough and textured, often bearing patterns like concentric rings. They move with a ponderous yet powerful gait.

Personality: Portabella Shrumans are known for their steadfast and imposing presence. They often take on protective roles within their communities, acting as guardians or peacekeepers. Despite their intimidating size, many Portabellas have a gentle nature and a nurturing instinct. They tend to be deliberate in their actions, preferring to think things through before acting.

Psilocybin Shruman

Ability Score Modifiers: +2 Wis., +2 Cha., -2 Str.

Size: Psilocybin Shrumans are Small, gaining a +1 size bonus to AC and attack rolls, a -1 penalty to CMB and CMD, and a +4 size bonus on Stealth checks.

Mind-Bending Spores (Su): Once per day, a Psilocybin Shruman can release spores in a 10-foot radius. Creatures within the area must succeed on a Will save (DC 10 + 1/2 the Shruman's level + the Shruman's Charisma modifier) or be affected as the *confusion* spell for 1d4 rounds.

Psychedelic Insight: Psilocybin Shrumans gain a +2 racial bonus on Sense Motive checks and saves vs. illusion effects.

Spell-Like Ability: 1/day – detect thoughts (DC 12 + Charisma modifier). The caster level for this effect is equal to the Shruman's level.

Illusory Affinity: Psilocybin Shrumans add +1 to the DC of any illusion spells they cast.

Description: Psilocybin Shrumans intrigue with their small stature and caps that shift in hue from earthy browns to vibrant blues when excited or using their abilities. Their eyes seem to swirl with kaleidoscopic patterns, hinting at the mind-bending nature of their spores. These Shrumans move with a whimsical, almost playful gait, their presence evoking a sense of wonder and expanded consciousness. The air around them sometimes shimmers with faint, colorful patterns, a manifestation of their innate connection to illusions and altered perceptions.

Personality: Psilocybin Shrumans are often perceived as visionaries or dreamers. They have a unique perspective on reality, seeing connections and patterns that others miss. This can make them brilliant problem-solvers or artists, but can also lead to them being misunderstood by more conventional thinkers. They are naturally empathetic and intuitive, with a gift for understanding others' motivations.

Puffball Shruman

Ability Score Modifiers: +2 Dexterity, +2 Constitution, -2 Intelligence

Spore Attack (Su): As a standard action, a Puffball Shruman can release a small cloud of spores in a 5-foot radius. Creatures within the area must succeed on a Fortitude save (DC 10 + 1/2 the Shruman's level + the Shruman's Constitution modifier) or be dazzled for 1 round.

Spore Burst (Su): Once per day, as a standard action, a Puffball Shruman can release a massive burst of spores in a 15-foot radius. Creatures within the area must succeed on a Fortitude save (DC 10 + 1/2 the Shruman's level + the Shruman's Constitution modifier) or be blinded for 1d4 rounds. After using Spore Burst, the Puffball Shruman cannot use their Spore Attack for the rest of the day as they have depleted their spores.

Elastic Body: Puffball Shrumans gain a +4 racial bonus on Escape Artist checks and a +2 racial bonus to CMD against grapple attempts.

Bouncy Resilience: Once per day as an immediate action, a Puffball can gain DR 3/— against a single physical attack.

Description: Puffball Shrumans surprise with their round, globe-like bodies covered in soft, white fuzz. Their limbs seem to emerge and retract from their central mass at will, giving them an almost comical appearance. These Shrumans move with a bouncy, unpredictable gait, their bodies seeming to absorb impacts and reshape themselves with ease. When they release their spores, it's a spectacular sight - a small puff for their standard attack, or an impressive cloud that momentarily obscures their form for their daily burst.

Personality: Puffball Shrumans are often jovial and carefree, with a natural resilience that extends beyond their physical form to their outlook on life. They have a knack for finding humor in most situations and are often the

first to diffuse tension with a well-timed joke or, in more dire circumstances, a strategic spore release. Their elastic nature makes them adaptable to change, though some may see them as flighty or unreliable. Puffballs are known for their tactical thinking, carefully considering when to use their daily spore burst for maximum effect.

Shitake Shruman

Ability Score Modifiers: +2 Constitution, +2 Wisdom, -2 Dexterity

Medicinal Spores (Su): Once per day, a Shitake Shruman can release healing spores in a 10-foot radius. Allies within the area heal 1d6 hit points + 1 per two character levels.

Immune Boost: Shitake Shrumans gain a +2 racial bonus on saving throws against disease.

Herbal Wisdom: Shitake Shrumans gain a +2 racial bonus on Heal checks and Craft (alchemy) checks related to medicine or herbalism.

Spell-Like Ability: 1/day—*lesser restoration*. The caster level for this effect is equal to the Shruman's level.

Description: Shitake Shrumans impress with their sturdy builds and caps that resemble weathered wood, often featuring intricate patterns and textures. Their skin has a rich, earthy tone that seems to radiate vitality. These Shrumans move with a measured, thoughtful pace, their presence exuding an aura of wisdom and healing energy.

Personality: Shitake Shrumans are often seen as nurturers and healers within their communities.

They possess a deep well of patience and compassion, making them excellent listeners and

counselors. Their connection to medicinal properties gives them a profound respect for the balance of life and health.

While generally calm and composed, they can become fierce defenders when their charges or principles are threatened.



ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Bioluminescent Caps (Mycena): Mycena Shrumans with this trait can emit light as a standard action, illuminating a 20-foot radius. This light can be maintained indefinitely and dismissed as a free action. This racial trait replaces Adaptive Pigmentation.

Corrosive Touch (Death Angel): Once per day, a Death Angel Shrumen can make a melee touch attack that deals 1d6 acid damage + 1 per two character levels. This racial trait replaces Deathly Aura.

Elastic Defense (Puffball): Puffball Shrumans with this trait gain a +1 dodge bonus to AC. This bonus increases to +2 at 10th level. This racial trait replaces Bouncy Resilience.

Fungal Empathy (Shrumen base): Some Shrumans have a stronger connection to all fungal and plant life. They gain a +2 racial bonus on all skill checks made to influence creatures of the plant type. This racial trait replaces Mycolink Resonance.

Hallucinogenic Haze (Amanita): Once per day, an Amanita Shrumen can release a 5-foot radius cloud of spores as a standard action. Creatures within the cloud must succeed on a Will save (DC 10 + 1/2 character level + Charisma modifier) or be staggered for 1 round. This racial trait replaces Shamanic Insight.

Intuitive Mycolink (Shrumen base): Some Shrumans have developed a more instinctive connection to the Mycolink. Instead of the standard Mycolink Resonance ability, they gain a constant +2 insight bonus on either Perception or Sense Motive checks (chosen at character creation). Additionally, once per day, they can reroll a failed check of the chosen skill, but must take the second result even if it's worse. This racial trait replaces Mycolink Resonance.

Ironwood Skin (Portabella): Portabella Shrumans with this trait gain a +1 natural armor bonus to AC. This bonus increases to +2 at 10th level. This racial trait replaces Mighty Stomp.

Mycorrhizal Network (Bolete): Bolete Shrumans with this trait can always communicate telepathically with other Shrumans within 30 feet. This racial trait replaces Earth Bond.

Nutrient Absorption (Shitake): Shitake Shrumans with this trait can absorb nutrients from their surroundings. Once per day, they can spend 1 minute in contact with organic matter to gain temporary hit points equal to their character level. These temporary hit points last for 1 hour. This racial trait replaces Herbal Wisdom.

Prismatic Spores (Chanterelle): Once per day, a Chanterelle Shrumen can release a burst of colorful spores in a 10-foot radius. Creatures within the area must succeed on a Will save (DC 10 + 1/2 character level + Charisma modifier) or be dazzled for 1d4 rounds. This racial trait replaces Mystic Spores.

Spore Surge (Psilocybin): Once per day, a Psilocybin Shrumen can release a burst of invigorating spores. All allies within 30 feet gain a +2 morale bonus on attack rolls, saving throws, and skill checks for 1 round. This racial trait replaces Mind-Bending Spores.

Symbiotic Bond (Morel): Morel Shrumans with this trait can form a symbiotic bond with one willing creature within 30 feet as a standard action. While the bond is active, the Morel Shrumen and the bonded creature each gain a +1 bonus on saving throws. This bond lasts for 1 minute per character level and can be used once per day. This racial trait replaces Forager's Insight.

FAVORED CLASS OPTIONS

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/4 to the alchemist's bonus on Craft (alchemy) checks when creating items related to fungi or spores.

Barbarian: Increase the duration of the barbarian's rage by 1 round. This bonus only applies when raging in areas with significant fungal presence.

Cleric: Add +1/2 to Knowledge (nature) checks relating to fungi and Heal checks to treat fungal diseases.

Druid: Add +1/4 to the druid's wild shape duration when taking the form of a fungal creature.

Fighter: Add +1/3 to the fighter's CMD against grapple attempts from plant creatures or in areas of dense fungal growth.

Fungomancer: Add one spell from the druid spell list to the fungomancer's spells known. This spell must be at least one level below the highest spell level the fungomancer can cast and must have the plant descriptor.

Monk: Add +1/4 to the monk's AC when fighting in areas of dense plant or fungal growth.

Paladin: Add +1/2 to the paladin's saving throws against spells and effects created by plant creatures.

Ranger: Add +1/4 to damage rolls against plant-type creatures.

Rogue: Add a +1/2 bonus on Stealth checks made in areas with significant fungal presence.

Sorcerer: Add +1/2 to caster level checks made to overcome the spell resistance of plant creatures.

Wizard: Add +1/3 to the duration of summoned creatures with the plant type.

NEW SHRUMAN RACIAL FEATS

The following feats are available to a shruman character who meets the prerequisites.

AMANITA'S ENTHRALLING SPORES

Prerequisites: Amanita Shruman, character level 3rd

Benefit: Once per day as a standard action, you can release a cloud of spores in a 10-foot radius. All creatures within the area must succeed on a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or be fascinated for 1d4 rounds. This is a mind-affecting effect.

BOLETE'S EARTHEN BULWARK

Prerequisites: Bolete Shruman, character level 3rd

Benefit: Once per day as an immediate action, you can harden your skin, gaining DR 5/— for a number of rounds equal to your Constitution modifier.

CHANTERELLE'S RADIANT BURST

Prerequisites: Chanterelle Shruman, character level 3rd

Benefit: Once per day as a standard action, you can emit a burst of radiant energy. This functions as a *daylight* spell, but creatures within 10 feet must also succeed on a Reflex save (DC 10 + 1/2 your character level + your Charisma modifier) or be dazzled for 1d4 rounds.

DEATH ANGEL'S TOXIC MASTERY

Prerequisites: Death Angel Shruman, character level 3rd

Benefit: As a swift action, you can secrete a poison that coats one weapon you're holding or up to 3 pieces of ammunition. The poison lasts for 1 minute or until you hit a target. A creature hit by the poisoned weapon or ammunition takes 1d4 poison damage and must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Constitution modifier) or be sickened for 1d4 rounds. You can use this ability a number of times per day equal to your Constitution modifier.

FUNGAL ADAPTATION

Prerequisites: Shruman, character level 3rd

Benefit: Your fungal physiology allows you to quickly adapt to different environments. You gain a +2 racial bonus on saving throws against environmental effects (such as extreme temperatures, severe weather, and environmental hazards). Additionally, you can survive in a wider range of environments without penalty. You treat extreme cold or hot environments as merely very cold or very hot, and very cold or very hot environments as simply cold or warm.

MOREL'S NUTRIENT ABSORPTION

Prerequisites: Morel Shruman, character level 3rd

Benefit: Once per day as a full-round action, you can absorb nutrients from the environment around you. If you're in an area with ample organic matter (such as a forest, swamp, or even a recently vacated battlefield), you gain temporary hit points equal to your character level + your Constitution modifier. These temporary hit points last for 1 hour. Additionally, you can go without food for a number of days equal to your Constitution modifier without suffering any ill effects.

MYCELIAL NETWORK

Prerequisites: Shruman, character level 5th

Benefit: You can tap into the vast mycelial network to communicate over long distances. Once per day, you can send a short message (25 words or less) to any other Shruman you've met before, regardless of distance, as long as you're both on the same plane. This communication is one-way only. At 10th level, you can use this ability twice per day, and the recipient can send a short reply.



MYCENA'S CHAMELEONIC SHIFT

Prerequisites: Mycena Shruman, character level 3rd

Benefit: You can use your bioluminescence to enhance your stealth. Once per day, you can activate this ability as a swift action to gain a +4 bonus on Stealth checks for 1 minute. During this time, you can hide even while being observed, as long as you are within 10 feet of a terrain feature that could conceal you.

MYCOLINK RESONANCE AMPLIFICATION

Prerequisites: Character level 9, Mycolink Resonance class feature or racial ability.

Benefit: Your connection to the Shruman Mycolink grows stronger, enhancing your Mycolink Resonance ability. You gain the following benefits:

1. You can use your Mycolink Resonance ability one additional time per day.
2. The duration of the Mycolink Resonance effects increases to 2 minutes.
3. You gain access to a new Mycolink Resonance option:

Fungal Forecast: You can predict localized weather patterns and fungal growth for the next 24 hours within a 1-mile radius. This grants you a +4 insight bonus on Survival checks related to weather and on Knowledge (Nature) checks related to fungi for the duration of the effect.

Special: You can take this feat multiple times. Each time you do, you gain one additional use of Mycolink Resonance per day and access to one of the following new options:

Sporous Shield: You gain a +2 deflection bonus to AC and a +2 resistance bonus on saving throws for the duration.

Mycelial Surge: Your land speed increases by 10 feet, and you gain a +2 bonus on Initiative checks for the duration.



PORTABELLA'S STALWART STAND

Prerequisites: Portabella Shruman, character level 3rd

Benefit: Once per day as an immediate action, you can enter a defensive stance for 1 minute. While in this stance, you gain a +4 bonus to your CMD against bull rush, overrun, and trip attempts, and you can move at full speed while using the total defense action.

PSILOCYBIN'S MIND MELD

Prerequisites: Psilocybin Shruman, character level 3rd

Benefit: Once per day as a standard action, you can establish a telepathic link with one willing creature within 30 feet. For 1 minute, you can communicate telepathically with this creature, and you both gain a +2 bonus on aid another attempts to help each other.

PUFFBALL'S ELASTIC REBOUND

Prerequisites: Puffball Shruman, character level 3rd

Benefit: Once per day as an immediate action when you take damage from a fall or a physical attack, you can reduce the damage by an amount equal to your character level + your Constitution modifier. Additionally, if the source of damage is adjacent to you, it takes half the amount of damage you prevented as nonlethal damage.

SHITAKE'S HEALING SPORES

Prerequisites: Shitake Shruman, character level 3rd

Benefit: Once per day as a standard action, you can release a cloud of healing spores in a 15-foot radius

SPORE MASTERY

Prerequisites: Shruman, character level 7th, ability to use spores (either through a racial ability or class feature)

Benefit: Your control over your spores improves dramatically. The save DC of any spore-based abilities you possess increases by 2.

Additionally, once per day, when you use a spore-based ability that targets a single creature, you can choose to affect all creatures in a 10-foot radius instead. If the ability already affects an area, you can increase its radius by 5 feet.